



# Motivate, Innovate and Create



## Great Resources

edStudio:

[YouTube for C2C Units 5 and 6](#)

Studio key S90045798

Ormiston SS edStudio supports C2C English Units 5 & 6 (Texts in YouTube format) Units 7 & 8 are being assembled at Key S96465911

## Multimodal Magic

Studio key S84542536

This studio provides information, tutorials and examples of a range of Digital Multimodal Texts. It provides a guide to assist you in making the best selection for your class.

## Web conferencing support

Studio key S3502516

This studio is still under construction but worth adding to your favourites now especially if you wish to become an iConnect moderator. This studio provides resources to support the design and delivery of iConnect web conferences and OneChannel live programs.



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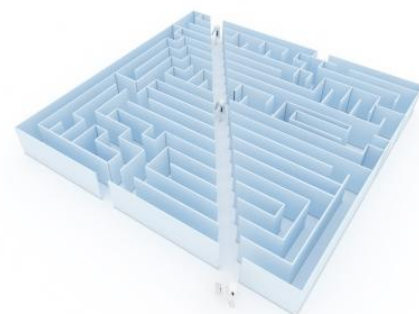
Creating Characters

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What is a PLN?

## Utilising Learning Pathways

There are times where it is necessary to guide students to specific websites and documents. A great tool to use for this is to create a Learning pathway. A Learning pathway allows you to scaffold tasks and add context to the information. It also provides an avenue for you to share information with students online.



A Learning pathway contains three sections. The top section allows you to add text which could be information, instructions or questions. You can also upload images and embed items such as videos. The second section allows you to add documents and links. The third section is called Pathway resources where you can add resources from the learning place such as Learning objects.

### What are the benefits?

- Add context to sites or documents
- Can access from home
- No need to copy down long URLs
- Access by searching or using an Access Key
- Guides students to the best resources
- Reduces distraction by just providing necessary resources.

[Click here to view Tutorial](#)

Once students have typed in the Learning Pathway Access key and view the Learning pathway, they can click on the heart symbol to add it to their favourites. This means they no longer need to have the Access Key.

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## Discussion in edStudio

edStudio has a great interactive tool called a Discussion. Participants of the studio can add comments up to 500 characters long and reply to other comments. What I like about discussions is you can have as many as you want and add them to accompany items on the page.



You may wish to have a discussion per topic or attach a discussion button to any image or video you have added to your studio. This will give students the opportunity to respond to the stimulus and demonstrate their understanding. Discussion can also be used as a reflective blog tool by adding a discussion for each student. This could be done by creating a page for each student and then adding a discussion. This still allows their peers to read their entries and add comments to the discussion.

A discussion can be used in many ways such as:

Brainstorming, reflect on a topic, respond to media, respond to a question, share information with peers, give feedback, role play and reflect on learning.

What are the benefits?

- Closed to participants of studio
- Don't need to moderate
- Can have more than one discussion throughout the studio
- Create a discussion for each student
- Can be accessed from home

To view a tutorial on how to add a discussion to a studio [click here](#).



To access more information about Communicating with ICT there is a learning pathway. It offers tutorial, work flow options and alternatives.

Access key L66879711

## Great Resources

Learning Pathways:

### Online Comic Creators

Access key L24752788

This Learning pathway provides a list of Online Comic Creators. Allowing you to select the best site for your students.

### Maths eLearning Resources - for Middle and Senior Phase

Access key 89930401

This Learning Pathway provides a range on resources for teachers of Maths.

### Games in Learning

Created by Denise Tarlinton  
Access key 8205598

This Games in Learning pathway identifies a range of resources that explore how game play, game study, game making and game innovation can be used within educational settings to engage students and enhance student learning.

Don't forget to check the [OneChannel Calendar](#) for great Professional Development Opportunities.

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## Software Focus

A favourite software of mine at the moment is [Photoscape](http://www.photoscape.org/).



Photoscape offers a range of features, such as, create an animated gif, batch converter or create a Page layout.

By selecting *Page*, you can create photo collages, posters, brochures and comics simply by dragging and dropping images into the provided templates.

[Click here to view a blog on how to use photoscape.](#)

## Know your Laptop

A cool tool which is now provided with Windows 7 is the **Sticky Notes**.



Sticky Notes are virtual post it notes that sit on your desktop. You can add text to the notes, change colours and move them around your desktop. There are many ways to use them such as to do lists, brainstorming or reminder notes.

[Click here to view a tutorial on how to use Sticky Notes.](#)

## Creating Characters

There are now a great range of sites, software and apps which allows you do unlock your creativity and customise your own characters. The great thing about these tools is it allows anyone to be creativity no matter what your age or ability level.

Here is a list of ways you can use Avatar or character creators in your classroom:

- About me activity
- Use visual images to represent interest and hobbies
- Personalise the room
- Students use an avatar to identify their items
- Print out characters to use as puppets or in a stop motion animation
- Make a 3D interpretation
- Re-create characters from a story, play or film.
- Make characters and then write a story about them
- Use the character as stimulus for an artwork
- Use a character to learn about descriptive words.
- Create your own superhero or villain
- Create your own creature



*Created using Weemee Avatar Creator app*

## Talking Characters

There are also a range of characters which allow you to add your own voice or text can be converted to speech. Talking Characters can be a great alternative for recounts, reflections, presentation and role playing. Some example of talking Characters are [Vokis](#) (which is a website), [the Logitech webcam pro 9000](#), [a range of apps](#) and [Crazy talk](#) (commercial software).

**[Making Avatars, Characters and Creatures](#)** provides a list of resources where students can customise their own characters.

For more ideas on using Avatars you can view a recorded web conference.  
Password: avatars

[Click here](#)



edTube:

[Virtual Art Gallery](#)

Access key A40427852



To utilise the great power of edTube and edStudio, I would like to start a Collaborative Virtual Art Gallery. The idea of the gallery is to share great examples of artworks which represent an art activity or project which worked successfully. The gallery, which is currently empty, will be divided into year levels.

If you would like to contribute artworks please submit just a few examples of each art activity. The artworks can be of any form, just take a digital photo of it. Could you please add the student's first name, year level and school when you submit the image. Teachers can contribute to the [Virtual Art Gallery Album](#) or email me if there are any problems.

These images will then be added to the [Virtual Art gallery studio](#). There is also a tab called 'Art Activities' where you can give a brief description of a successful art activity.

I look forward to seeing all the creative works produced by our students!

## What is a PLN?



A **PLN** is a **P**rofessional (or **P**ersonal) **L**earning **N**etwork. It is a network of colleagues that you create to learn from, connect with, gather information or resources, collaborate with and share what you have learned. Teaching can be an isolating profession, by having a PLN it provides you with an avenue to connect with colleagues to gain support and access resources and information. There are many different forms of PLNs, one type which can be very effective is online, this takes advantage of the available social media and by using it for professional purposes.

We are lucky enough to have The Learning Place which allows teachers of Education Queensland to network with each other, this can be done by following your colleagues profile, writing comments in the activity feed, writing blogs, adding comments to blogs or activity feed and sharing resources such as edstudios, edtube albums and learning pathways. A great way to get started is to [set up your own profile](#) and [then start following colleagues](#).

Another useful PLN tool is [Twitter](#). Twitter allows you to read posts written by education professionals around the world. This can be done by following a hashtag (#) such as #eqelearn or #edchat. The best way to get start on twitter is to create an account and just follow people you know then you can build up your confidence. A useful software I use at home to read tweets is called [Tweetdeck](#). This software allows you to sort the tweets into categories. My twitter username is @artysteph26. Here is a link to more information about [Twitter](#).

For more information be sure to click on the links.

### Calling for contributions:

To make this newsletter a useful resource for everyone. I would love to start a section called *Handing over the MIC*, which is will be an article written by others, showcasing the use of ICT in their practice. If you are interested please email me on [shend5@eq.edu.au](mailto:shend5@eq.edu.au)